

NERPs Commands

KEY

- (*) **BOOL** – Usually a toggle, turns command effect on or off.
 (*) **INTEGER** – Sets the value of the selected command. (Usually used for resetting values to 0.
 DEFUNCT – Command no longer has an effect.

Command	Type	Description
AddPoweredCrystals	Proc - 1	Adds crystals to current stored amount.
AddR0	Proc - 1	Add to register. (1) INTEGER
AddR1	Proc - 1	Add to register. (1) INTEGER
AddR2	Proc - 1	Add to register. (1) INTEGER
AddR3	Proc - 1	Add to register. (1) INTEGER
AddR4	Proc - 1	Add to register. (1) INTEGER
AddR5	Proc - 1	Add to register. (1) INTEGER
AddR6	Proc - 1	Add to register. (1) INTEGER
AddR7	Proc - 1	Add to register. (1) INTEGER
AddStoredOre	Proc - 1	Add ore to store. (1) INTEGER
CameraLockOnObject	Proc - 1	Makes camera lock onto object from object list. (1) Number in object list.
CameraRotate	Proc - 1	Rotates camera by degrees. (0 – 360)
CameraUnlock	Proc	Unlocks camera after locking onto object.
CameraZoomIn	Proc - 1	Zooms camera in (1) Amount to zoom in.
CameraZoomOut	Proc - 1	Zooms camera out (1) Amount to zoom out.
False	Func	Equates to FALSE.
FlashBarracksIcon	Proc - 1	Flash support station icon. (1) BOOL
FlashBuildIcon	Proc - 1	Flash icon (1) BOOL
FlashDigIcon	Proc - 1	Flash icon (1) BOOL
FlashDismountIcon	Proc - 1	Flashes dismount icon. (1) BOOL
FlashDynamiteIcon	Proc - 1	Flashes dynamite icon (1) BOOL
FlashGeodomeIcon	Proc - 1	Flash Geodome icon.
FlashGetLaserIcon	Proc - 1	Flashes icon (1) BOOL
FlashGetPusherIcon	Proc - 1	Flashes icon (1) BOOL
FlashGetToolIcon	Proc - 1	Flashes icon (1) BOOL
FlashGoBackIcon	Proc - 1	Flash icon (1) BOOL
FlashGunstationIcon	Proc - 1	Flash Mining Laser icon. (1) BOOL
FlashLayPathIcon	Proc - 1	Flash lay path icon. (1) BOOL
FlashMountIcon	Proc - 1	Flash the Find Driver icon (1) BOOL
FlashPowerStationIcon	Proc - 1	Flashes icon (1) BOOL
FlashTeleportIcon	Proc - 1	Flash icon (1) BOOL
FlashTeleportPadIcon	Proc - 1	Flash teleportpad icon. (1) BOOL
FlashToolStoreIcon	Proc - 1	Flash icon (1) BOOL
FlashUpgradeStationIcon	Proc - 1	Flashes icon (1) BOOL
FlashVehicleTransportIcon	Proc - 1	Flashes icon. (1) BOOL
GenerateSlug	Proc - 0	Make slug appear from random hole.
GetAnyKeyPressed	Func	Returns TRUE if key is pressed.
GetBarracksBuilt	Func	Returns number of barracks built.
GetBarracksIconClicked	Func	Returns number of times support station icon clicked.

GetBuildIconClicked	Func	Returns number of times build icon clicked.
GetCallToArmsButtonClicked	Func	Returns number of times Call To Arms icon clicked.
GetCameraAtTutorial	Func - 1	Returns TRUE if camera is looking at tutorial block. (1) Tutorial block number.
GetChromeCrusherSelected	Func	Returns TRUE if Chrome Crusher is selected.
GetCrystalRefineriesBuilt	Func	Returns number of PowerStations on level.
GetCrystalsCurrentlyStored	Func	Number of crystals stored.
GetCrystalsPickedUp	Func	Number of crystals picked up.
GetCrystalsStolen	Func	Number of crystals stolen.
GetCrystalsUsed	Func	Number of crystals used.
GetDigIconClicked	Func	Returns number of times icon clicked.
GetDismountIconClicked	Func	Returns number of times Dismount icon clicked.
GetDynamiteClicked	Func	Returns number of times dynamite icon clicked.
GetGeodomeBuilt	Func	Returns number of geodomes built.
GetGeodomeIconClicked	Func	Returns number of times geodome icon clicked.
GetGetLaserIconClicked	Func	Returns number of times Get Laser icon clicked.
GetGetPusherIconClicked	Func	Returns number of times Get Pusher icon clicked. (1) INTEGER
GetGetToolIconClicked	Func	Returns number of times Get Tool icon clicked.
GetGoBackIconClicked	Func	Returns number of times icon clicked.
GetGraniteGrinderSelected	Func	Returns TRUE if Granite Grinder is selected.
GetGunstationIconClicked	Func	Return number of times Mining Laser icon is clicked.
GetGunstationsBuilt	Func	Returns number of Mining Lasers on level.
GetHiddenObjectsFound	Func	Returns number of hidden objects found.
GetLayPathIconClicked	Func	Returns number of times lay path icon clicked.
GetMessageTimer	Func	Get milliseconds of voice sample to go.
GetMiniFigureinRapidRider	Func	Returns TRUE if Rock-Raider is in Rapid-Rider.
GetMiniFigureinSmallDigger	Func	Returns number of Rock-Raiders in smalldiggers.
GetMiniFigureSelected	Func	Returns number of Rock-Raiders selected.
GetMiniFiguresOnLevel	Func	Returns number of Rock-Raiders on level.
GetMonstersOnLevel	Func	Returns number of Ice/Rock/Lava monsters on level.
GetMountIconClicked	Func	Returns number of times Find Driver icon clicked.
GetObjectiveShowing	Func	Returns TRUE if objective is being shown.
GetObjectiveSwitch	Func	Returns TRUE when space pressed on objective window.
GetOreCurrentlyStored	Func	Returns number of ore stored.
GetOrePickedUp	Func	Returns number of ore picked up.
GetOreRefineriesBuilt	Func	Returns number of refineries built.
GetOreStolen	Func	Returns number of ore stolen.
GetOreUsed	Func	Returns number of ore used.
GetOxygenLevel	Func	Gets current oxygen level.

GetPathsBuilt	Func	Returns number of paths built.
GetPowerstationIconClicked	Func	Sets number of times Power-station icon clicked.
GetPowerstationsBuilt	Func	Returns number of Power-Stations built.
GetR0	Func	Get register value.
GetR1	Func	Get register value.
GetR2	Func	Get register value.
GetR3	Func	Get register value.
GetR4	Func	Get register value.
GetR5	Func	Get register value.
GetR6	Func	Get register value.
GetR7	Func	Get register value.
GetRandom	Func	Returns random number (0 – 65535).
GetRandom10	Func	Returns random number (0 – 10).
GetRandom100	Func	Returns random number (0 – 100).
GetRandomTrueFalse	Func	Returns random Boolean value.
GetRapidRiderSelected	Func	Returns TRUE if Rapid Rider is selected.
GetRecordObjectAtTutorial	Func - 1	Returns TRUE if object from object list is at tutorial block. (1) Block number.
GetRockMonsterRunningAway	Func	Returns TRUE if Rock-Monster is heading for wall to run into.
GetRockMonstersDestroyed	Func	Returns number of Rock-Monsters destroyed.
GetSelectedRecordObject	Func	Returns number in object list of object selected. (0 if none are selected)
GetSlugsOnLevel	Func	Returns number of slugs on level.
GetSmallDiggerSelected	Func	Returns number of small diggers selected.
GetSmallHelicopterSelected	Func	Returns TRUE if small helicopter is selected.
GetStudCount	Func	Returns number of studs on the level.
GetTeleportIconClicked	Func	Returns number of time teleport icon clicked.
GetTeleportPadIconClicked	Func	Returns number of times teleportpad icon clicked
GetTeleportsBuilt	Func	Returns number of teleporters built.
GetTimer0	Func	Returns value of timer in milliseconds.
GetTimer1	Func	Returns value of timer in milliseconds.
GetTimer2	Func	Returns value of timer in milliseconds.
GetTimer3	Func	Returns value of timer in milliseconds.
GetToolStoreIconClicked	Func	Returns number of times icon clicked.
GetToolStoresBuilt	Func	Returns number of toolstores built.
GetTrainFlags	Func	Returns the training flags.
GetTutorialBlockClicks	Func - 1	Returns number of times floor clicked at tutorial block (1)
GetTutorialBlockIsGround	Func - 1	Returns TRUE if tutorial block (1) is ground.
GetTutorialBlockIsPath	Func - 1	Returns TRUE if tutorial block (1) is a path.
GetTutorialCrystals	Func - 1	Get crystals at tutorial block (1)
GetTutorialFlags	Func	Returns tutorial flags.
GetUpgradeStationIconClicked	Func	Returns number of times upgrade station clicked.
GetUpgradeStationsBuilt	Func	Returns number of upgrade stations built.
GetVehicleTeleportsBuilt	Func	Returns number of Large Teleporters built.
GetVehicleTransportIconClicked	Func	Returns number of times large teleporter

Null SetAttackDefer	Func Proc - 1	icon clicked. Equates to NULL. Stops Rock-Raiders shooting Rock-Monsters in call to arms. (1) BOOL
SetBarracksIconClicked	Proc - 1	Sets number of times support station icon clicked.
SetBuildIconClicked	Proc - 1	Sets number of times icon clicked. (1) INTEGER.
SetCallToArms	Proc - 1	Sets Call-To-Arms mode. (1) BOOL
SetCameraGotoTutorial	Proc - 1	Makes camers move to tutorial block (1)
SetCongregationAtTutorial	Proc - 2	Make Monsters run to tutorial block. (1) Block number.
SetDigIconClicked	Proc - 1	Sets number of times icon clicked. (1) Value.
SetDynamiteClicked	Proc - 1	Sets number of times dynamite icon clicked (1) INTEGER
SetGameCompleted	Proc	Reports successful game finish.
SetGameFail	Proc	Reports unsuccessful game finish.
SetGameSpeed	Proc - 2	Sets game speed percentage (1) INTEGER (1 – 300)
SetGeodomeIconClicked	Proc - 1	Sets number of times geodome icon clicked.
SetGetLaserIconClicked	Proc - 1	Set number of times Get Laser icon clicked. (1) INTEGER
SetGetPusherIconClicked	Proc - 1	Sets number of times Get Pusher Gun icon clicked. (1) INTEGER
SetGetToolIconClicked	Proc - 1	Sets number of times Get Tool icon clicked.
SetGoBackIconClicked	Proc - 1	Sets number of times icon clicked. (1) Value.
SetGunstationIconClicked	Proc - 1	Sets number of times Mining Laser icon is clicked. (1) INTEGER
SetHiddenObjectsFound	Proc - 1	Sets number of hidden objects found. (1) INTEGER
SetIconPos	Proc - 2	Sets icon positions for Nerp messages. (1) X position – (2) Y position.
SetIconSpace	Proc - 1	Sets spacing between icons. (1) Pixels between icons.
SetIconWidth	Proc - 1	Set width of icon. (1) Pixel width
SetLayPathIconClicked	Proc - 1	Sets number of times lay path icon clicked.
SetLevelCompleted	Proc	Reports successfully level finish.
SetLevelFail	Proc	Reports unsuccessful level finish.
SetMessage	Proc - 2	Set message from list. (1) Message number, (2) Display message back arrow.
SetMessagePermit	Proc - 1	Allow game to display messages (1) BOOL.
SetMessageTimerValues	Proc - 3	Sets message timer values. (1) sample length multiplier, (2) time added after sample, (3) time for no sample.
SetMessageWait	Proc - 1	
SetMountIconClicked	Proc - 1	Sets the number of times Find Driver icon clicked.
SetObjectiveSwitch	Proc - 1	Sets objective switch value. (1) INTEGER.
SetOreAtIconPositions	Proc - 2	*DEFUNCT*
SetPauseGame	Proc - 1	Pauses/Unpauses game. (1) BOOL
SetPowerstationIconClicked	Proc - 1	Returns number of times Power-station

		icon clicked.
SetR0	Proc - 1	Set register value. (1) INTEGER
SetR1	Proc - 1	Set register value. (1) INTEGER
SetR2	Proc - 1	Set register value. (1) INTEGER
SetR3	Proc - 1	Set register value. (1) INTEGER
SetR4	Proc - 1	Set register value. (1) INTEGER
SetR5	Proc - 1	Set register value. (1) INTEGER
SetR6	Proc - 1	Set register value. (1) INTEGER
SetR7	Proc - 1	Set register value. (1) INTEGER
SetRockMonster	Proc - 2	*DEFUNCT*
SetRockMonsterAtTutorial	Proc - 1	Makes a Rock-Monster appear at a valid wall. (1) Tutorial block to appear at.
SetRockMonsterHealth	Proc - 1	Implicitly sets Rock-Monsters health. (1) INTEGER
SetRockMonsterPainThreshold	Proc - 1	Sets level of energy Rock-Monsters run away at. (1) INTEGER
SetTeleportIconClicked	Proc - 1	Sets number of times icon clicked. (1) INTEGER.
SetTeleportPadIconClicked	Proc - 1	Sets number of times teleportpad icon clicked. (1) INTEGER
SetTimer0	Proc - 1	Set value of timer in milliseconds.
SetTimer1	Proc - 1	Set value of timer in milliseconds.
SetTimer2	Proc - 1	Set value of timer in milliseconds.
SetTimer3	Proc - 1	Set value of timer in milliseconds.
SetToolStoreIconClicked	Proc - 1	Sets number of times icon clicked. (1) INTEGER.
SetTrainFlags	Proc - 1	Sets the training flags. (Use 255)
SetTutorialBlockClicks	Proc - 2	Sets number of times floor clicked at tutorial block (1) tutorial block number, (2) number of clicks
SetTutorialBlockIsGround	Proc - 2	Digs wall at tutorial block. (1) Block number. (2) BOOL
SetTutorialBlockIsPath	Proc - 2	Turns ground at tutorial block to path. (1) Block number, (2) BOOL
SetTutorialCrystals	Proc - 2	*DEFUNCT*
SetTutorialFlags	Proc - 1	Sets the tutorial flags. (Use 255)
SetTutorialPointer	Proc - 2	Toggles 'click here' on tutorial block. (1) Tutorial block number. (2) BOOL.
SetUpgradeStationIconClicked	Proc - 1	Sets number of times upgrade station clicked. (1) INTEGER
SetUpgradeStationIconClicked	Proc - 1	Sets number of times upgrade station clicked. (1) INTEGER.
SetVehicleTransportIconClicked	Proc - 1	Sets number of times icon clicked.
Stop	Proc	Exits NERPs until next game cycle.
SubR0	Proc - 1	Subtract. (1) INTEGER
SubR1	Proc - 1	Subtract. (1) INTEGER.
SubR2	Proc - 1	Subtract. (1) INTEGER.
SubR3	Proc - 1	Subtract. (1) INTEGER.
SubR4	Proc - 1	Subtract. (1) INTEGER.
SubR5	Proc - 1	Subtract. (1) INTEGER.
SubR6	Proc - 1	Subtract. (1) INTEGER.
SubR7	Proc - 1	Subtract. (1) INTEGER.
True	Func	Equates to TRUE.